# General Introduction

Version: 1.0

**Change History**

| Version | Changes Summary | Author |
| --- | --- | --- |
| 0.1 | Created draft | Paul Cleary |
| 1.0 | Updated scope and assumptions. Created final version | Paul Cleary |
| 1.1 | Added in section on Operational Requirements | Paul Cleary |

# Overview

This chapter contains the following for the Push To Play (P2P) detailed requirements:

* Scope statement – what’s in scope and what’s out of scope for this project
* Assumptions
* Risks and Constraints applying to the project
* Operational Requirements

# In Scope

The following are in scope for the Push2Play project:

* Game Products:
  + Lotto – Favourites
  + Lotto – Dips
* Trigger level for notifications:
  + Set a trigger level based on the value of the Jackpot for the next game draw
* Transmission of notifications:
  + SMS text messages
* Transmission of player responses
  + SMS text messages:
    - YES to initiate a purchase
    - STOP to stop an active notification
* Target Audience:
  + Registered active MyLotto Players with Credit Card account Top-up enabled
* Opt In page will only be available on the Desktop Front End (DFE)
* Other Push2Play player functionality (e.g. Cancel Notifications) will only be accessible via the DFE
* Favourites:
  + Updating Favourite name or Deleting Favourites will result in adjustments to Notifications
  + Changes to Favourite $ wager amount will be blocked if the Favourite is linked to an active Notification

# Out of Scope

The following are out of scope for the Push2Play project:

* Games and products:
  + Lotto – Subscriptions, PYO
  + Keno
  + Bullseye
  + Play3
* Start and end dates for a Notification (*confirmed by Mark Lee, 23/03/2016***)**)
* Draw Day that can be nominated:
  + Wednesday only
  + Saturday only
  + Wednesday and Saturday
* Excluded users:
  + Unregistered MyLotto users
  + Registered active MyLotto Players who do **NOT** have Credit Card account Top-up enabled
* Transmission of notifications:
  + Push notification to mobile app
  + Email
  + Dual transmission of a notification via both SMS and Push notification
* Push2Play player pages on:
  + Lotto NZ Mobile website
  + Lotto NZ Mobile app

# Assumptions

| ID | Description |
| --- | --- |
| ASM01 | Notifications will be on a “per ticket per draw” basis i.e. a player cannot set up a single notification to cover multiple Favourites or multiple Dips or mixtures of Favourites and Dips |
| ASM02 | Players can only exercise a maximum of **1** draw purchase for each Notification that they receive |
| ASM03 | **A Player can only have 1 Active notification at a time;** they can have many Stopped (Inactive or Cancelled) notifications |
| ASM04 | Players who have Push2Play notifications cannot modify any notifications – they can only cancel them |
| ASM05 | Notification lists will be created using a Lotto BI warehouse report and uploaded to the SMS transmission system by Lotto NZ staff |
| ASM06 | The Lotto Favourites page for a Player will not have visible tags to indicate that a Favourite is associated with a Notification |
| ASM07 | An anonymous MyLotto user will need to register as a player before they can access the Push2Play notifications functionality on the MyLotto DFE |
| ASM08 | The scenario of a player changing their mobile phone number will NOT be catered for in the current solution – this is because with number portability people now usually take their number with them when they change networks or mobile devices |
| ASM09 | Push2Play data will be stored and managed on Lotto NZ’s internal IT infrastructure |
| ASM10 | Notifications are completely independent from Subscriptions, i.e. the same Favourite can be used for both a player’s subscription and that same player’s notification and events happening to the subscription will have no impact on the notification (and vice versa) |
| ASM11 | When Lotto Dip prices change, any associated Push2Play dip prices will be changed as part of the game-wide update |
| ASM12 | BI will generate the Push2Play Notifications CSV file on a daily basis |

# Risks

| ID | Description |
| --- | --- |
| **R1** | SMS messages may, on occasions, take a long time (e.g. 1 to 2 hours) to go out and the response to come back in. A Player may request to purchase a ticket using a Favourite but the request may not be received and processed in time to complete the Ticket Purchase for the draw referred to in the message.  This will be mitigated by adding a response cutoff time to the SMS message to inform players |
| **R2** | The creation of the Notifications CSV file may not occur in time for start of the SMS message sending.  As a fallback, the Notifications CSV file for the previous day will be used |
|  |  |

# Constraints

| ID | Description |
| --- | --- |
| **C1** |  |
|  |  |
|  |  |

# Operational Requirements

The Push2Play system must be able to be stopped by Lotto IT Operations in the following modes:

**Mode: Service disabled but P2P content remains available**

This will be IT Operations default stance to go to if a Push2Play outage is required.

Push2Play is stopped by undeploying the MULE service but the Push2Play content in the myLotto DFE remains accessible by myLotto users.

All requests for P2P services from either MyLotto or SMS cannot be completed while the MULE service is unavailable, so appropriate graceful responses to these requests are required. These responses would typically take the form of a message advising the user that their request cannot be processed at this time and asking them to try again at a later time.

**Mode: Service disabled and P2P content unavailable**

This would typically be used when an emergency release of Push2Play is being deployed.

Push2Play is stopped by undeploying the MULE service AND the Push2Play content in the myLotto DFE is made unaccessible by myLotto users by unpublishing the P2P Opt-In page.

However some P2P functionality will continue to appear accessible from either the DFE (e.g. Stopping Notification from the Services page) or from P2P SMS messages.

Again, any requests for P2P services will require appropriate graceful responses. These responses would typically take the form of a message advising the user that their request cannot be processed at this time and asking them to try again at a later time.